

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Lighting top Mini-Straight Cards 4-5-6-7 advances Saucer Value.
- ★ 3's Target qualifies Center Target.
- ★ Saucer spots card in Card Bonus.
- ★ Outhole score 5000 points for each lit card in card bonus.
- ★ SPECIAL: 1 replay for lighting Mini-Straight Cards 4-5-6-7 when lit for Special.
  - 1 replay for ball in Saucer when lit for Special.
  - 1 replay for lighting all 2's Target (Deuces) lites when lit for Special.
  - 1 replay for hitting the 3's Target when lit for Special.
  - 1 replay for lighting Four Kings and Ace in Card Bonus when lit for Special.
- ★ EXTRA BALL: 1 extra ball for hitting the 3's Target when lit for extra ball.
- ★ Maximum 1 extra ball per ball in play.
- ★ Tilt penalty — ball in play.

M051-00390-A030

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Lighting top Mini-Straight Cards 4-5-6-7 advances Saucer Value.
- ★ 3's Target qualifies Center Target.
- ★ Outhole score 5000 points for each lit card in card bonus.
- ★ SPECIAL: 1 replay for lighting Mini-Straight Cards 4-5-6-7 when lit for Special.
  - 1 replay for ball in Saucer when lit for Special.
  - 1 replay for lighting all 2's Target (Deuces) lites when lit for Special.
  - 1 replay for hitting the 3's Target when lit for Special.
  - 1 replay for lighting Four Kings and Ace in Card Bonus when lit for Special.
- ★ EXTRA BALL: 1 extra ball for hitting the 3's Target when lit for extra ball.
- ★ Maximum 1 extra ball per ball in play.
- ★ Tilt penalty — ball in play.

M051-00390-A031

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Lighting top Mini-Straight Cards 4-5-6-7 advances Saucer Value.
- ★ 3's Target qualifies Center Target.
- ★ Saucer spots card in Card Bonus.
- ★ Outhole score 5000 points for each lit card in card bonus.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting Mini-Straight Cards 4-5-6-7 when lit for Special.
  - 1 Extra Ball or 50,000 points for ball in Saucer when lit for Special.
  - 1 Extra Ball or 50,000 points for lighting all 2's Target (Deuces) lites when lit for Special.
  - 1 Extra Ball or 50,000 points for hitting the 3's Target when lit for Special.
  - 1 Extra Ball or 50,000 points for lighting Four Kings and Ace in Card Bonus when lit for Special.
- ★ EXTRA BALL: 1 extra ball or 25,000 points for hitting the 3's Target when lit for extra ball.
- ★ Maximum 1 extra ball per ball in play.
- ★ Tilt penalty — ball in play.

M051-00390-A032

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Lighting top Mini-Straight Cards 4-5-6-7 advances Saucer Value.
- ★ 3's Target qualifies Center Target.
- ★ Outhole score 5000 points for each lit card in card bonus.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting Mini-Straight Cards 4-5-6-7 when lit for Special.
  - 1 Extra Ball or 50,000 points for ball in Saucer when lit for Special.
  - 1 Extra Ball or 50,000 points for lighting all 2's Target (Deuces) lites when lit for Special.
  - 1 Extra Ball or 50,000 points for hitting the 3's Target when lit for Special.
  - 1 Extra Ball or 50,000 points for lighting Four Kings and Ace in Card Bonus when lit for Special.
- ★ EXTRA BALL: 1 extra ball or 25,000 points for hitting the 3's Target when lit for extra ball.
- ★ Maximum 1 extra ball per ball in play.
- ★ Tilt penalty — ball in play.

M051-00390-A033

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Lighting top Mini-Straight Cards 4-5-6-7 advances Saucer Value.
- ★ 3's Target qualifies Center Target.
- ★ Saucer spots card in Card Bonus.
- ★ Outhole score 5000 points for each lit card in card bonus.
- ★ SPECIAL: 50,000 points for lighting Mini-Straight Cards 4-5-6-7 when lit for Special.
  - 50,000 points for ball in Saucer when lit for Special.
  - 50,000 points for lighting all 2's Target (Deuces) lites when lit for Special.
  - 50,000 points for hitting the 3's Target when lit for Special.
  - 50,000 points for lighting Four Kings and Ace in Card Bonus when lit for Special.
- ★ EXTRA BALL: 25,000 points for hitting the 3's Target when lit for extra ball.
- ★ Tilt penalty — ball in play.

M051-00390-A034

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Lighting top Mini-Straight Cards 4-5-6-7 advances Saucer Value.
- ★ 3's Target qualifies Center Target.
- ★ Outhole score 5000 points for each lit card in card bonus.
- ★ SPECIAL: 50,000 points for lighting Mini-Straight Cards 4-5-6-7 when lit for Special.
  - 50,000 points for ball in Saucer when lit for Special.
  - 50,000 points for lighting all 2's Target (Deuces) lites when lit for Special.
  - 50,000 points for hitting the 3's Target when lit for Special.
  - 50,000 points for lighting Four Kings and Ace in Card Bonus when lit for Special.
- ★ EXTRA BALL: 25,000 points for hitting the 3's Target when lit for extra ball.
- ★ Tilt penalty — ball in play.

M051-00390-A035

**1 TO 4  
CAN PLAY**

## **KINGS OF STEEL**

**FOR  
AMUSEMENT  
ONLY**

**ALL LIT SPECIALS SCORE 50,000 POINTS.**

**ALL LIT EXTRA BALLS SCORE 25,000 POINTS.**

**3 BALLS  
PER  
GAME**

**3 BALLS  
PER  
GAME**

M051-00390-A036

**1 TO 4  
CAN PLAY**

## **KINGS OF STEEL**

**FOR  
AMUSEMENT  
ONLY**

**ALL LIT SPECIALS SCORE 50,000 POINTS.**

**ALL LIT EXTRA BALLS SCORE 25,000 POINTS.**

**5 BALLS  
PER  
GAME**

**5 BALLS  
PER  
GAME**

M051-00390-A037

1 TO 4  
CAN PLAY

## KINGS OF STEEL

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 1,100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 2,300,000 POINTS.

**3 BALLS  
PER  
GAME**

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.  
1 REPLAY FOR MATCHING LAST TWO SCORE  
NUMBERS WITH MATCH NUMBERS.

**3 BALLS  
PER  
GAME**

M051-00390-A038

1 TO 4  
CAN PLAY

## KINGS OF STEEL

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS.

1 REPLAY FOR EACH SCORE OF 2,700,000 POINTS.

**5 BALLS  
PER  
GAME**

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.  
1 REPLAY FOR MATCHING LAST TWO SCORE  
NUMBERS WITH MATCH NUMBERS.

**5 BALLS  
PER  
GAME**

M051-00390-A039

**Es können 1 bis 4 Spieler spielen.**

**KINGS OF STEEL**

Werden die **Karten 4-5-6-7** überrollt, während die Lampe „**Mini Straight Special**“ blinkt, wird ein Freispiel gegeben.

Anschießen der 3er Targets startet das Roulette. Gezieltes Anschießen des mittleren roten Targets **stoppt das Roulette**, und es wird der angezeigte Bonus gegeben.

**Bei dreimaligem Abschießen** der 6 Targets, die sich nacheinander aufrichten, wird **ein Freispiel** gegeben.

Die abgeschossenen Targets werden im „**Karten-Bonus**“ angezeigt.

**Ein Freispiel, eine Freikugel oder 50 000 Punkte**

- für das Beleuchten der Karten 4-5-6-7, wenn „Special“ leuchtet.
- für das Anschießen der drei 2er Karten, wenn „Special“ leuchtet.
- für das Beleuchten der 3er Karten, wenn „Special“ leuchtet.

**Einen Extraball** erhält man für das Abschießen der 3er Karten, wenn „Extraball“ leuchtet.

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, HelvCondensed Normal, HelveticaNeue LT 55 Roman

**Cards status:**

M051-00390-A030 confirmed.  
M051-00390-A031 confirmed.  
M051-00390-A032 confirmed.  
M051-00390-A033 confirmed.  
M051-00390-A034 confirmed.  
M051-00390-A035 confirmed.  
M051-00390-A036 confirmed.  
M051-00390-A037 confirmed.  
M051-00390-A038 confirmed.  
M051-00390-A039 confirmed.  
German red and blue card confirmed.

Recommended “High Score to Date” levels:  
(reset periodically)  
3 ball 2,500,000 points  
5 ball 3,500,000 points

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,  
Peter  
[www.inkochnito.nl](http://www.inkochnito.nl)